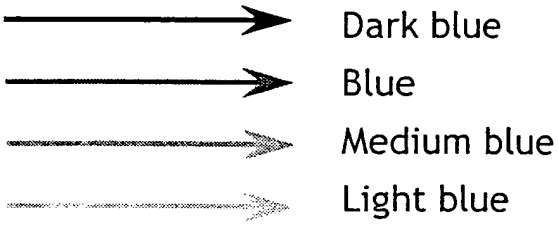

FIG. 1

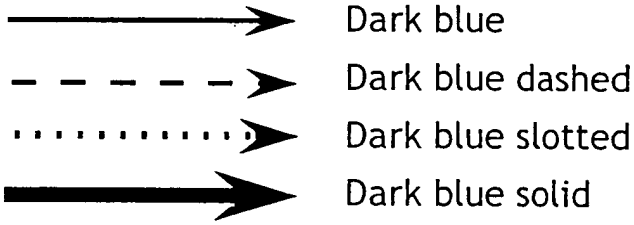

FIG. 2

FIG. 4

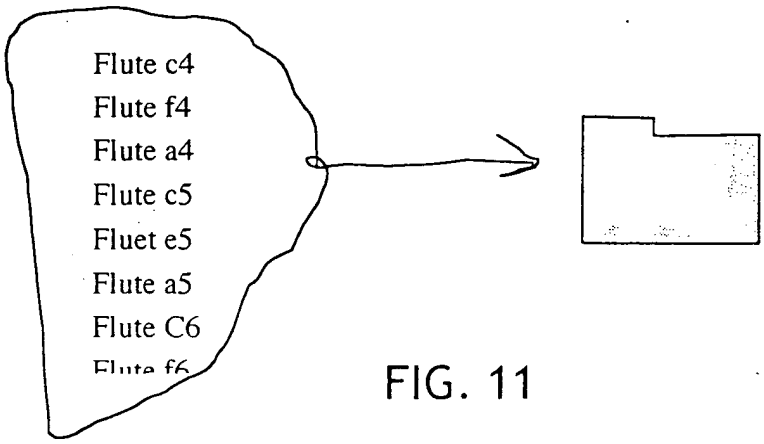

FIG. 11

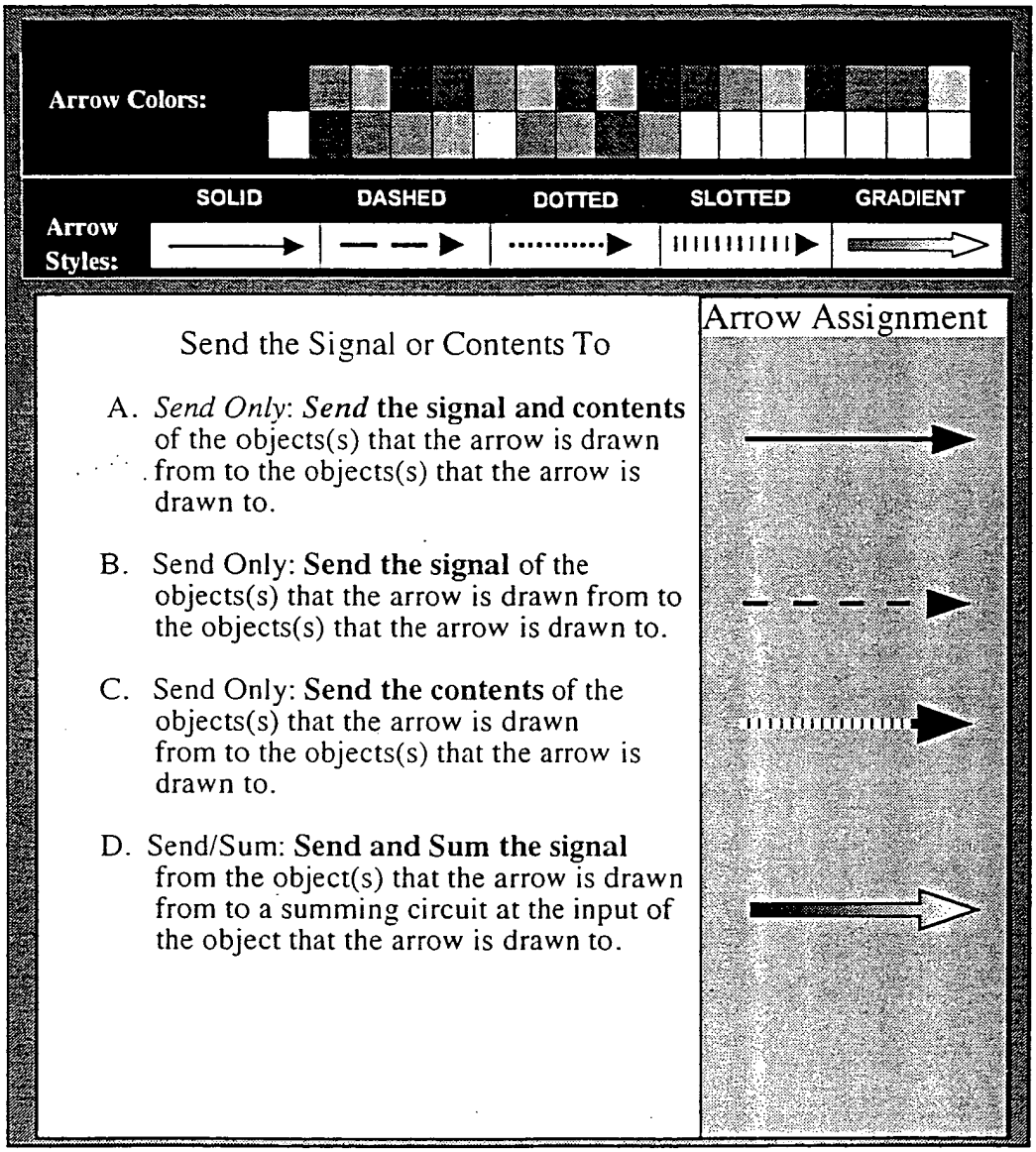
Arrow Colors:
SOLID
DASHED
DOTTED
SLOTTED
GRADIENT
Arrow Styles:
Send the Signal or Contents To
A. *Send Only*: ***Send*** **the signal and contents** of the objects(s) that the arrow is drawn from to the objects(s) that the arrow is drawn to.
B. Send Only: **Send the signal** of the objects(s) that the arrow is drawn from to the objects(s) that the arrow is drawn to.
C. Send Only: **Send the contents** of the objects(s) that the arrow is drawn from to the objects(s) that the arrow is drawn to.
D. Send/Sum: **Send and Sum the signal** from the object(s) that the arrow is drawn from to a summing circuit at the input of the object that the arrow is drawn to.
Arrow Assignment

FIG. 3

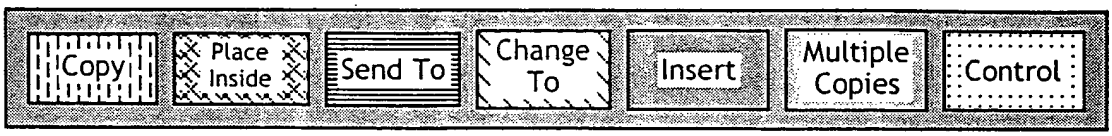

FIG. 5

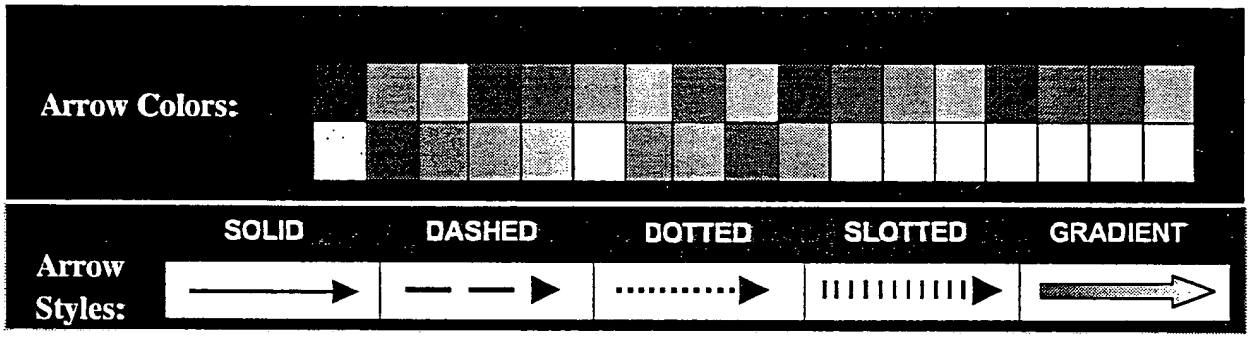

FIG. 6

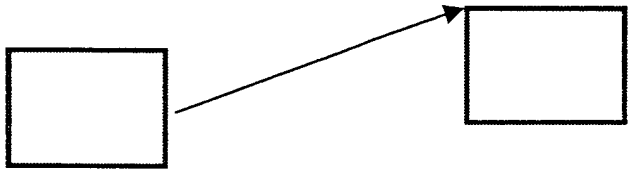

FIG. 7

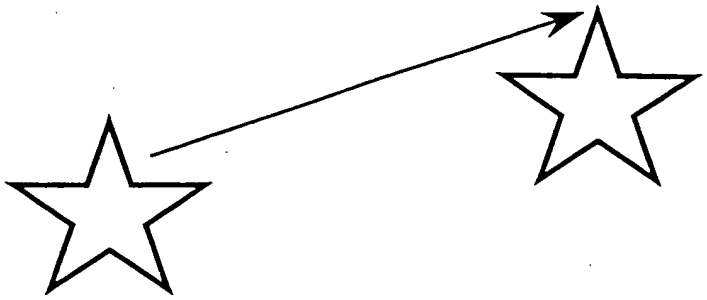

FIG. 8

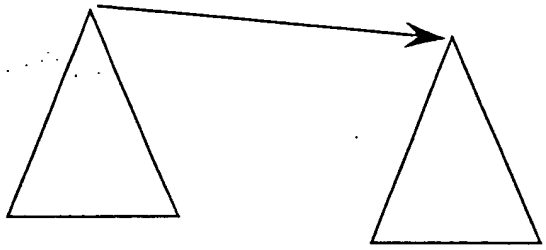

FIG. 9

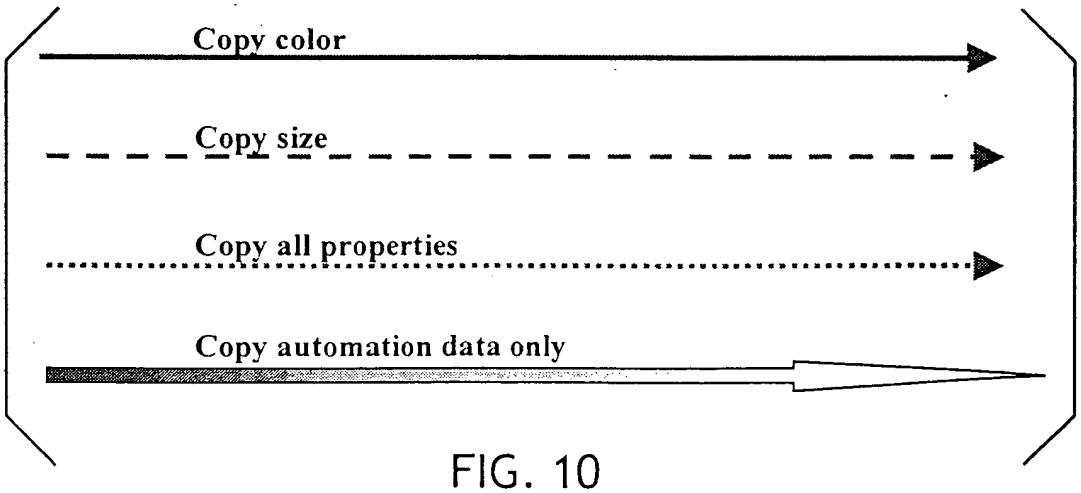

FIG. 10

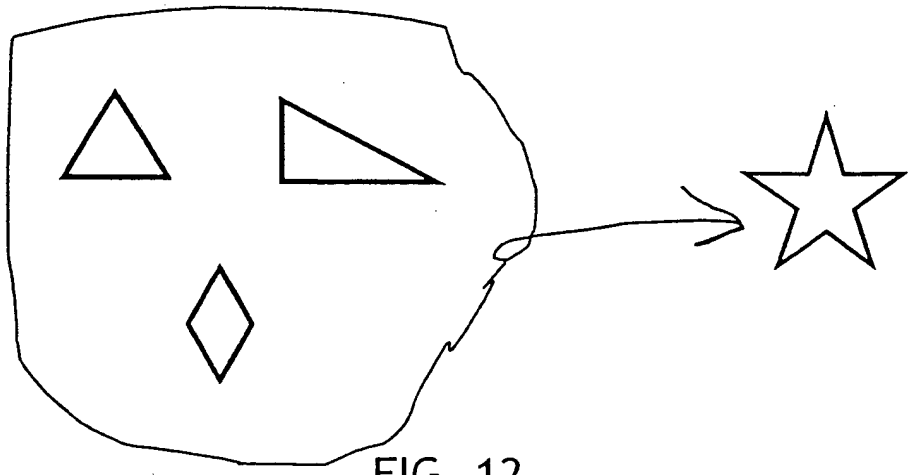

FIG. 12

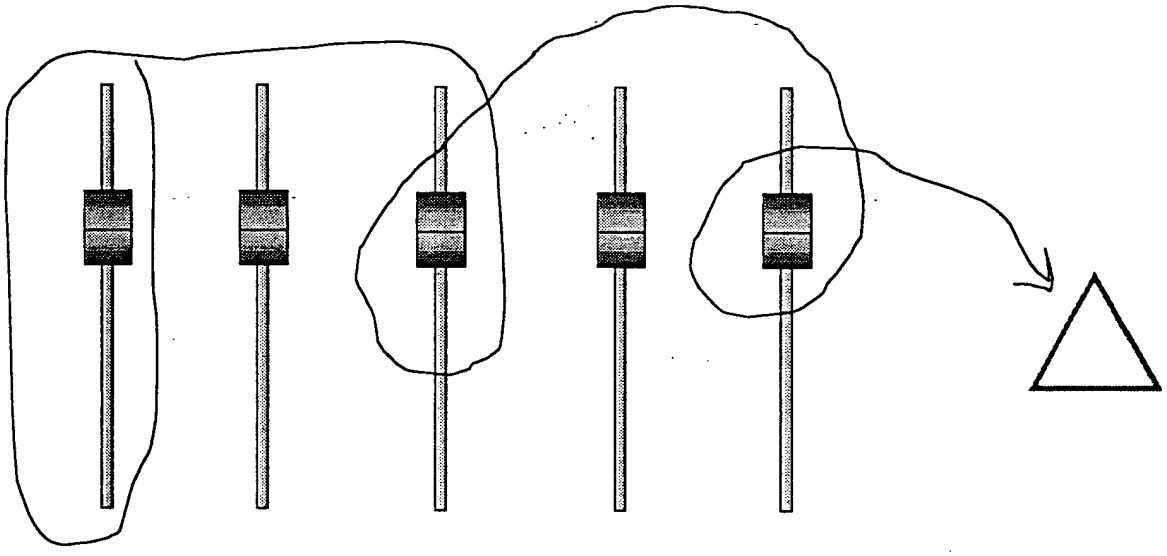

FIG. 13

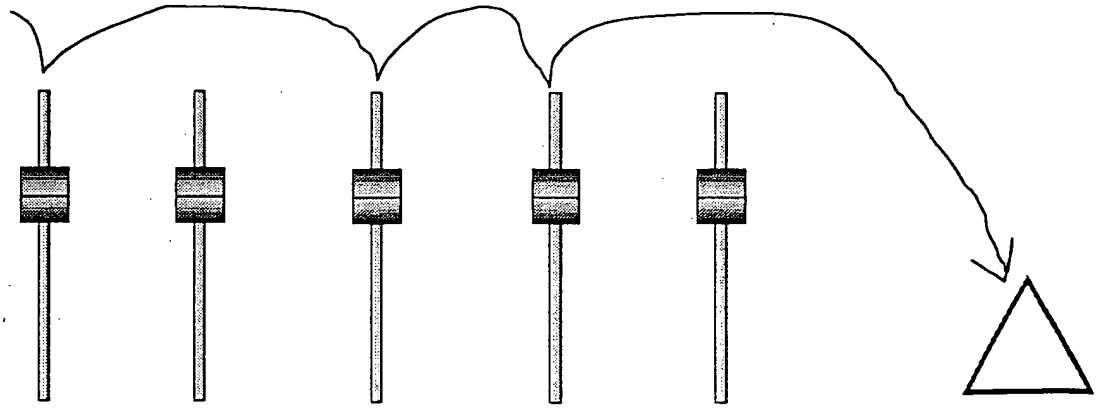

FIG. 14

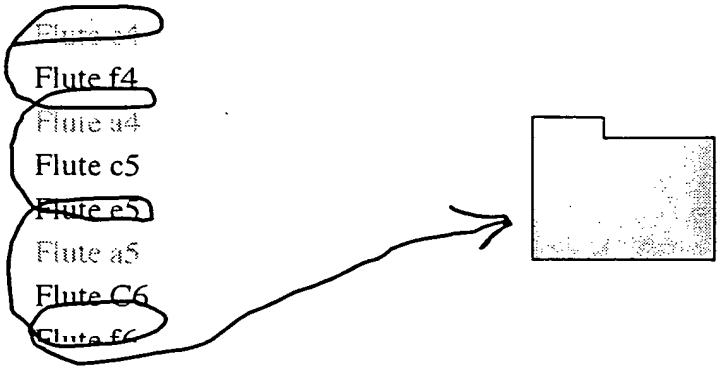

FIG. 15

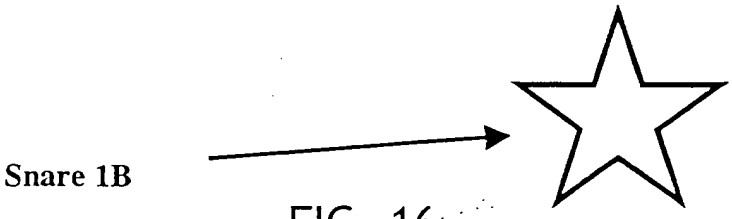

FIG. 16

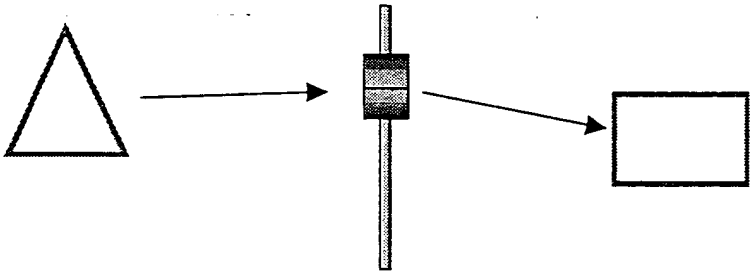

FIG. 17

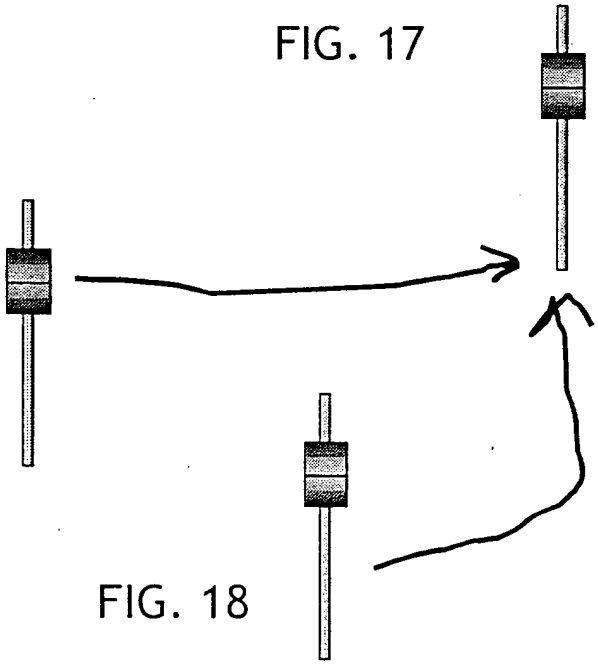

FIG. 18

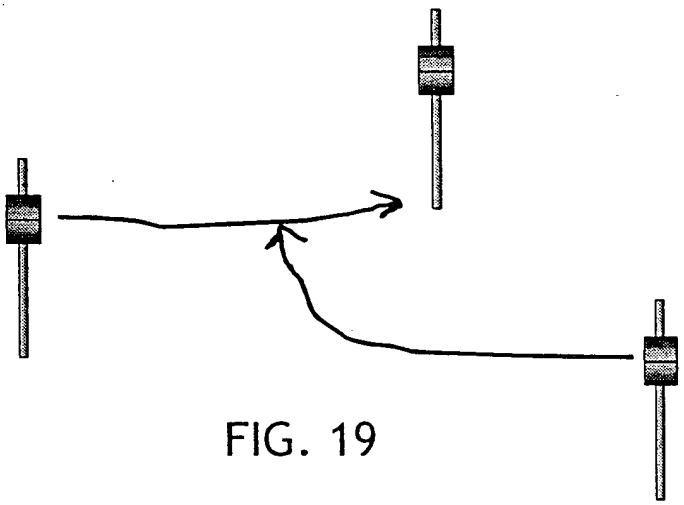

FIG. 19

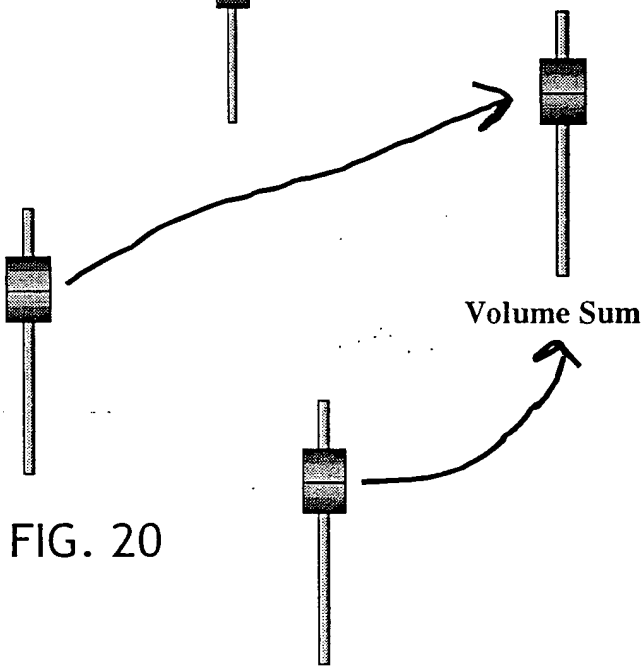

FIG. 20

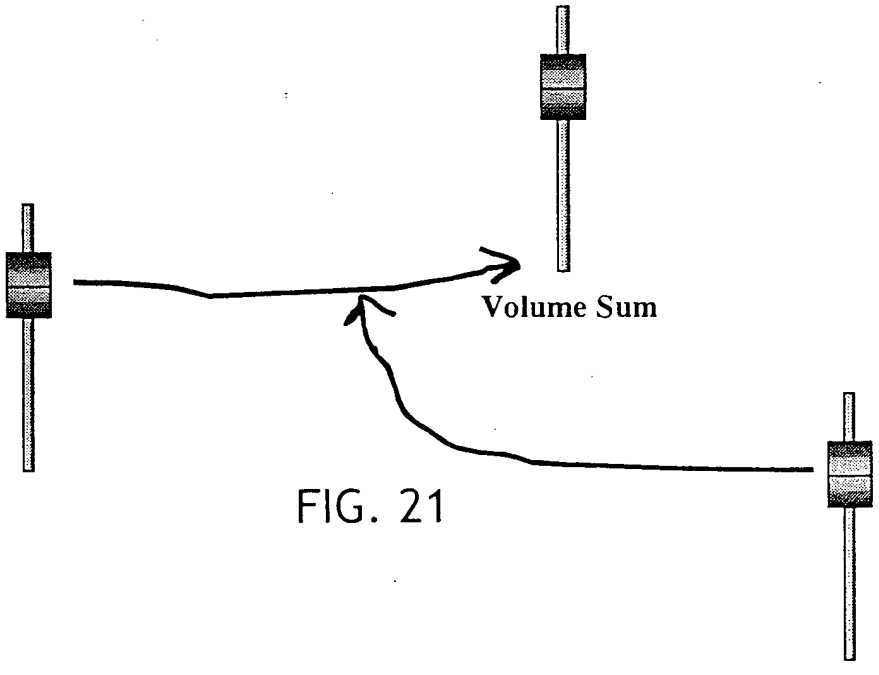

FIG. 21

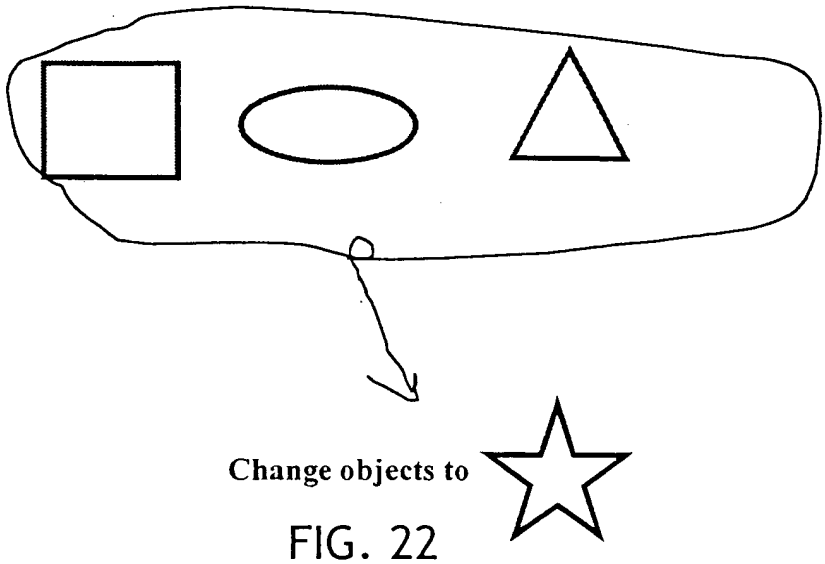

FIG. 22

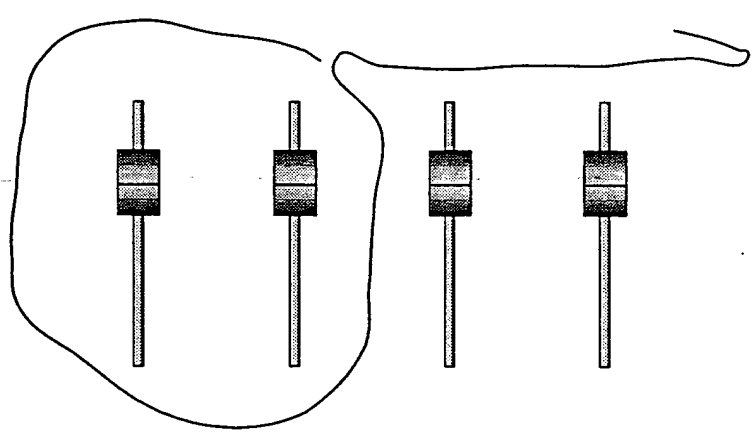

FIG. 23

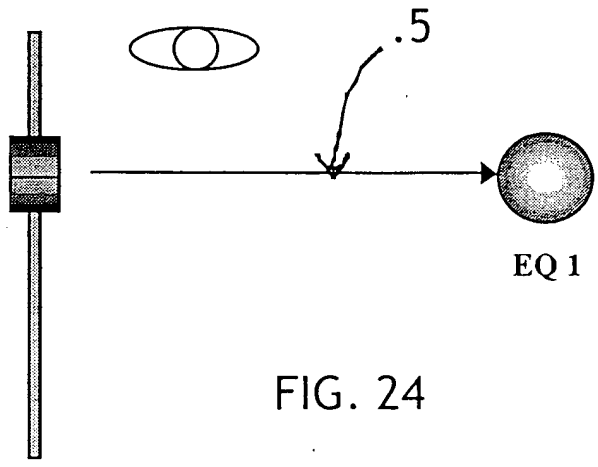

FIG. 24

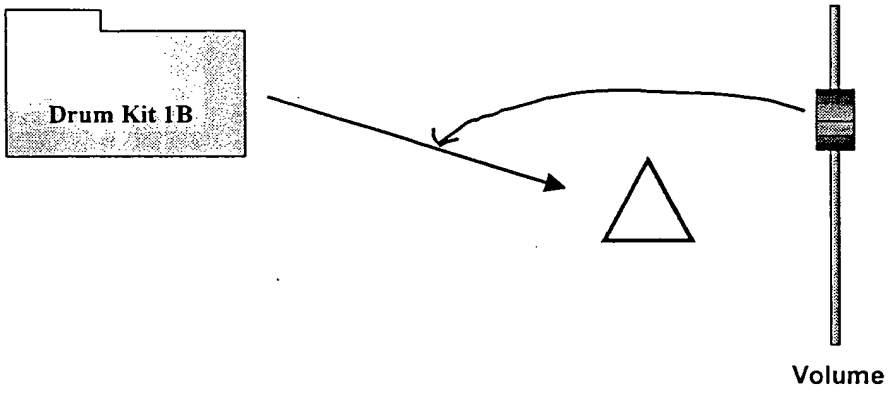

FIG. 25

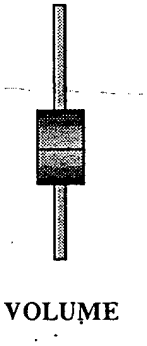

FIG. 26

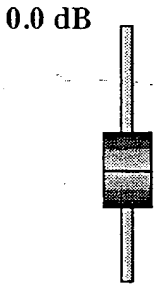

FIG. 27

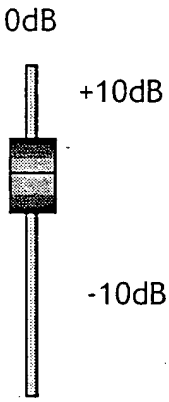

FIG. 28

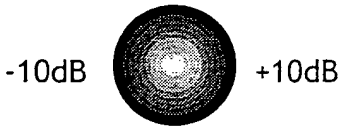

FIG. 29

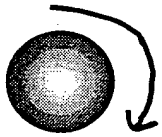

FIG. 30

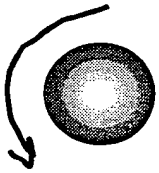

FIG. 31A

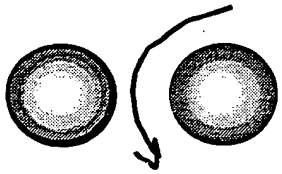

FIG. 31B

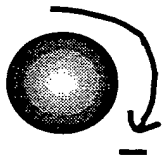

FIG. 32

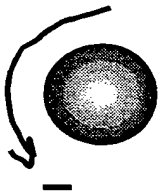

FIG. 33

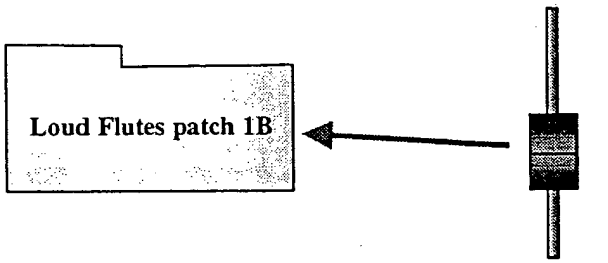

FIG. 34A

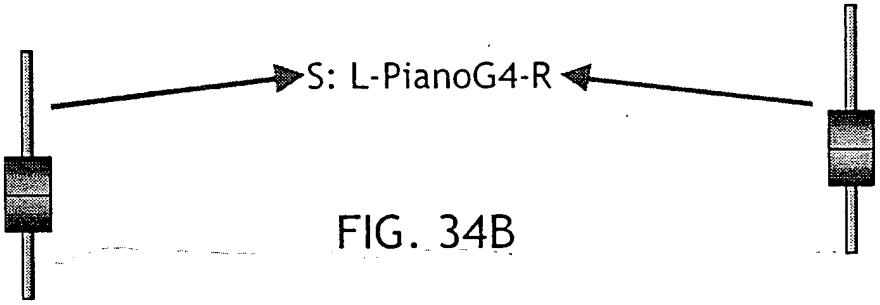

FIG. 34B

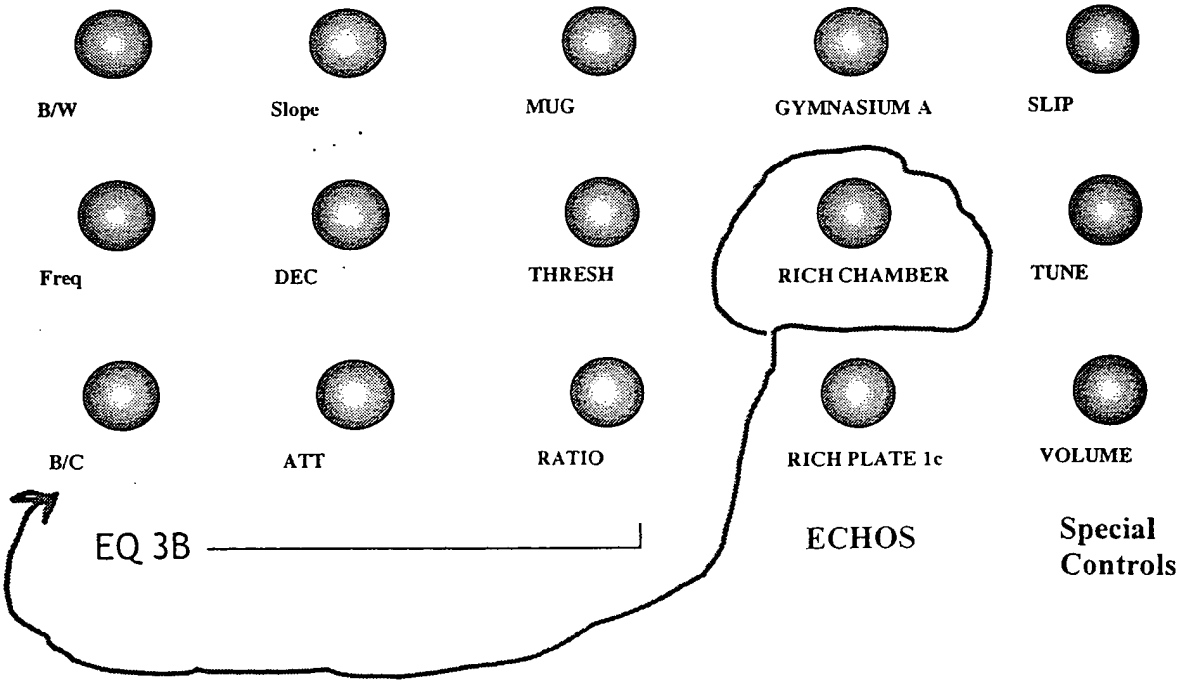

FIG. 35

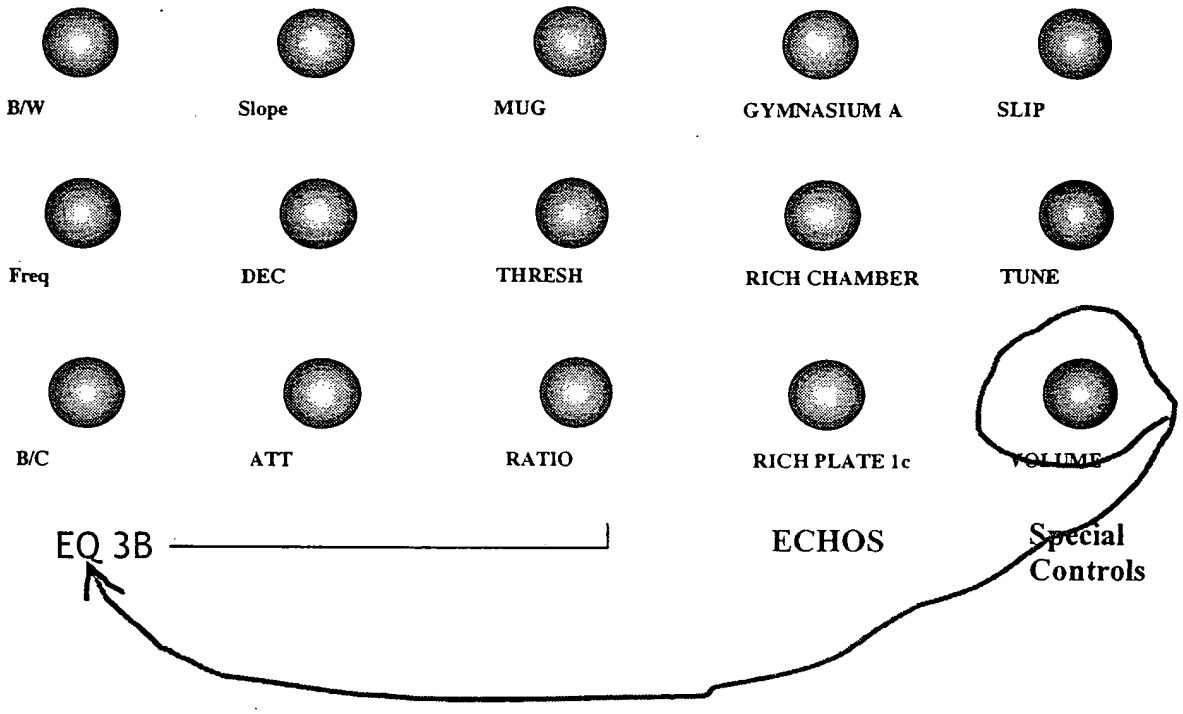
B/W
Slope
MUG
GYMNASIUM A
SLIP
Freq
DEC
THRESH
RICH CHAMBER
TUNE
B/C
ATT
RATIO
RICH PLATE 1c
VOLUME
EQ 3B
ECHOS
Special Controls

FIG. 36

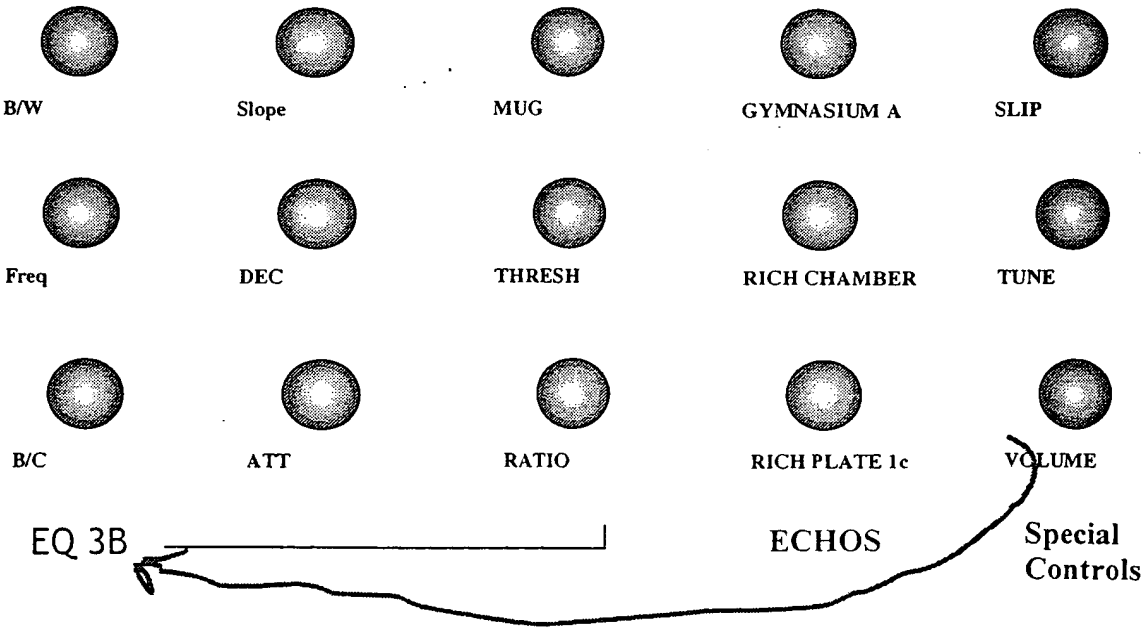
B/W
Slope
MUG
GYMNASIUM A
SLIP
Freq
DEC
THRESH
RICH CHAMBER
TUNE
B/C
ATT
RATIO
RICH PLATE 1c
VOLUME
EQ 3B
ECHOS
Special Controls

FIG. 37

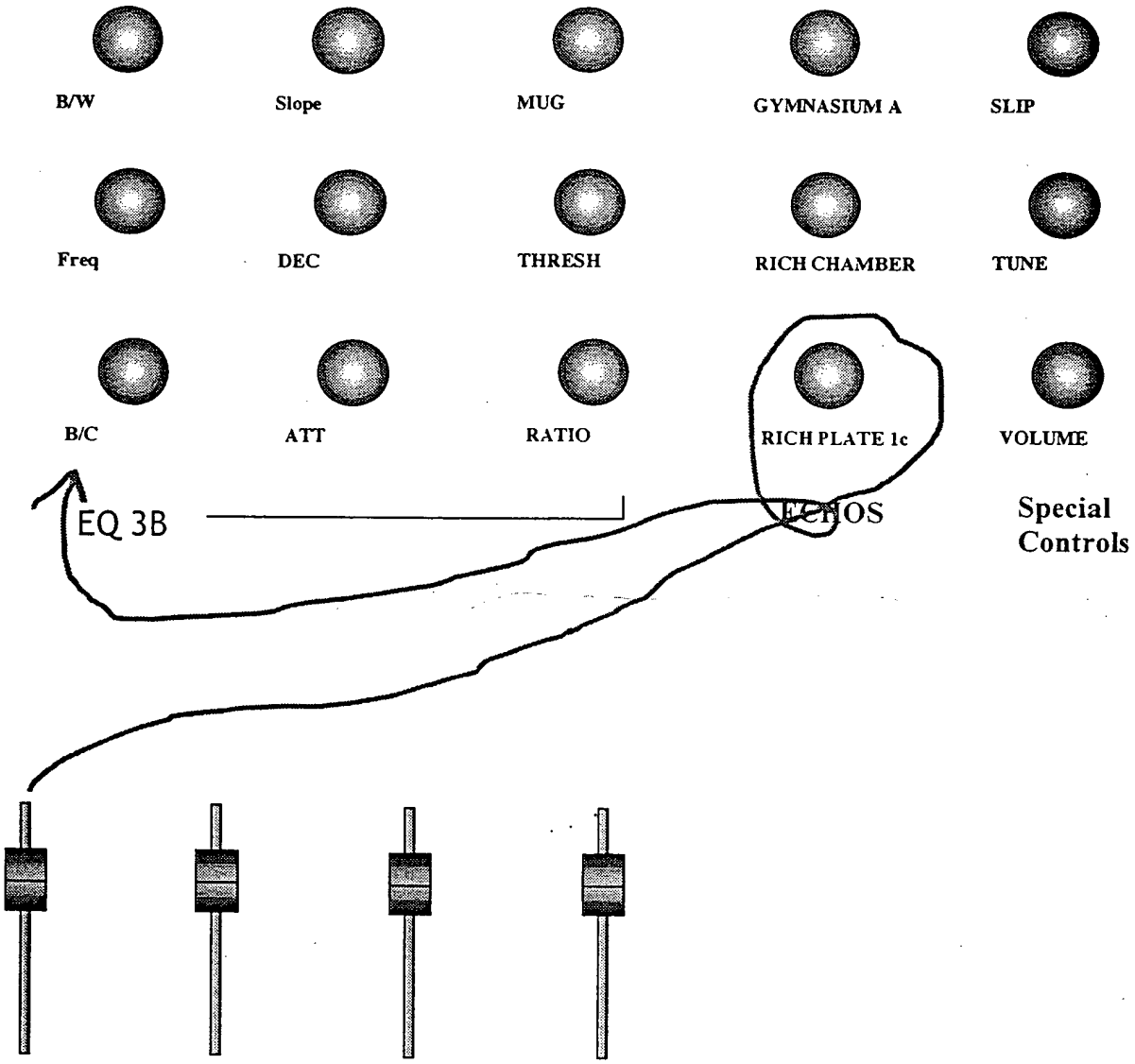
B/W
Slope
MUG
GYMNASIUM A
SLIP
Freq
DEC
THRESH
RICH CHAMBER
TUNE
B/C
ATT
RATIO
RICH PLATE 1c
VOLUME
EQ 3B
ECHOS
Special Controls

FIG. 38

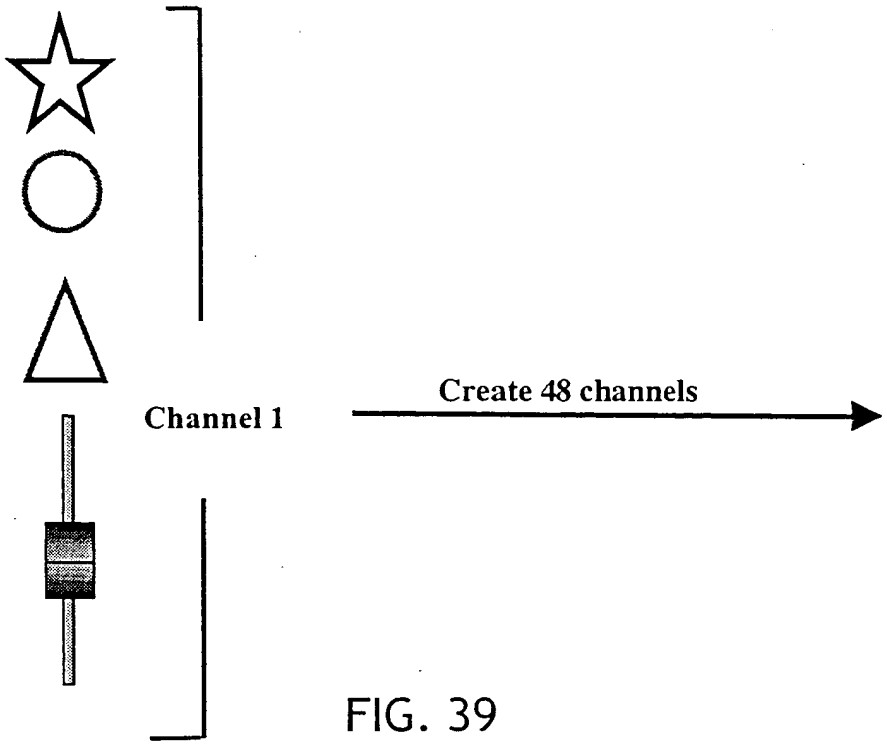

FIG. 39

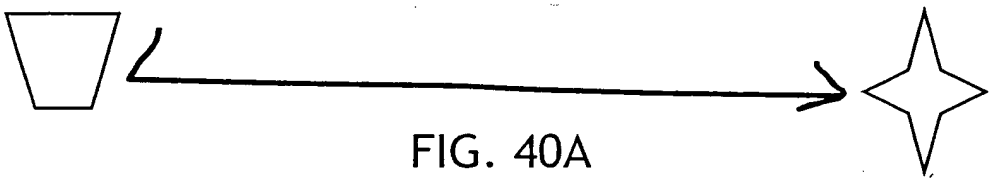

FIG. 40A

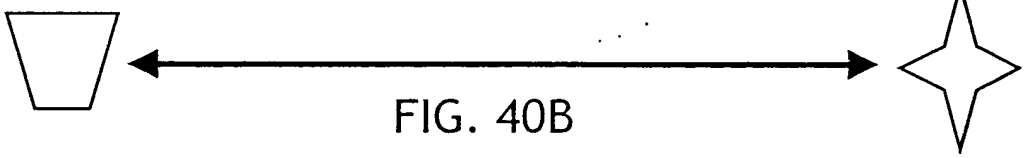

FIG. 40B

FIG. 41

FIG. 42

FIG. 43

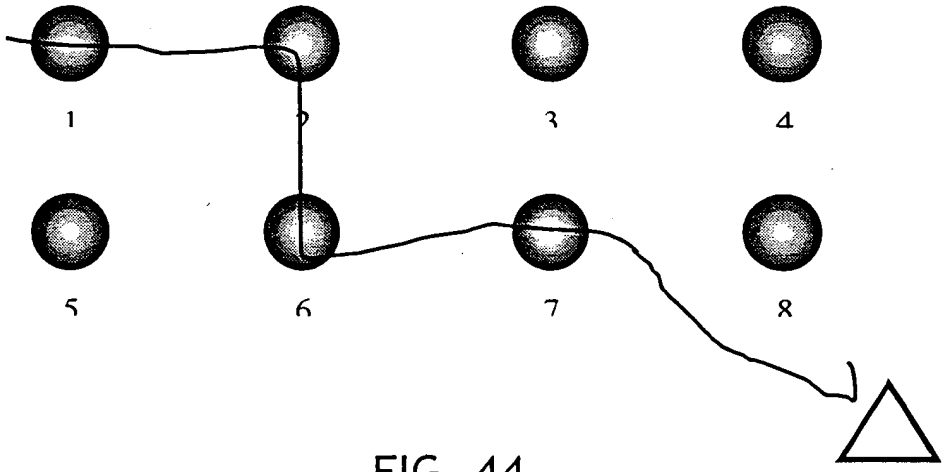

FIG. 44

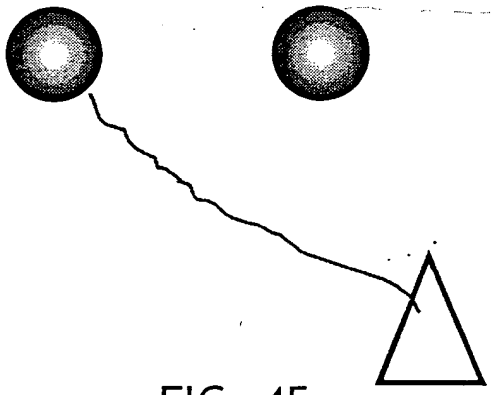

FIG. 45

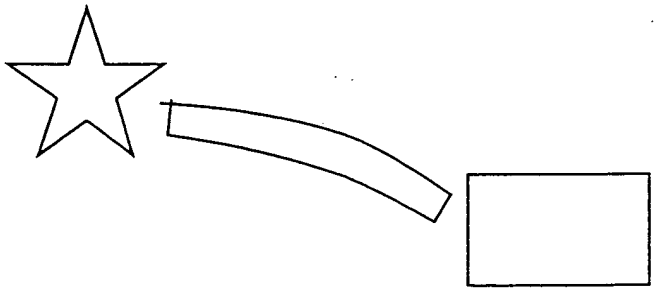

FIG. 46

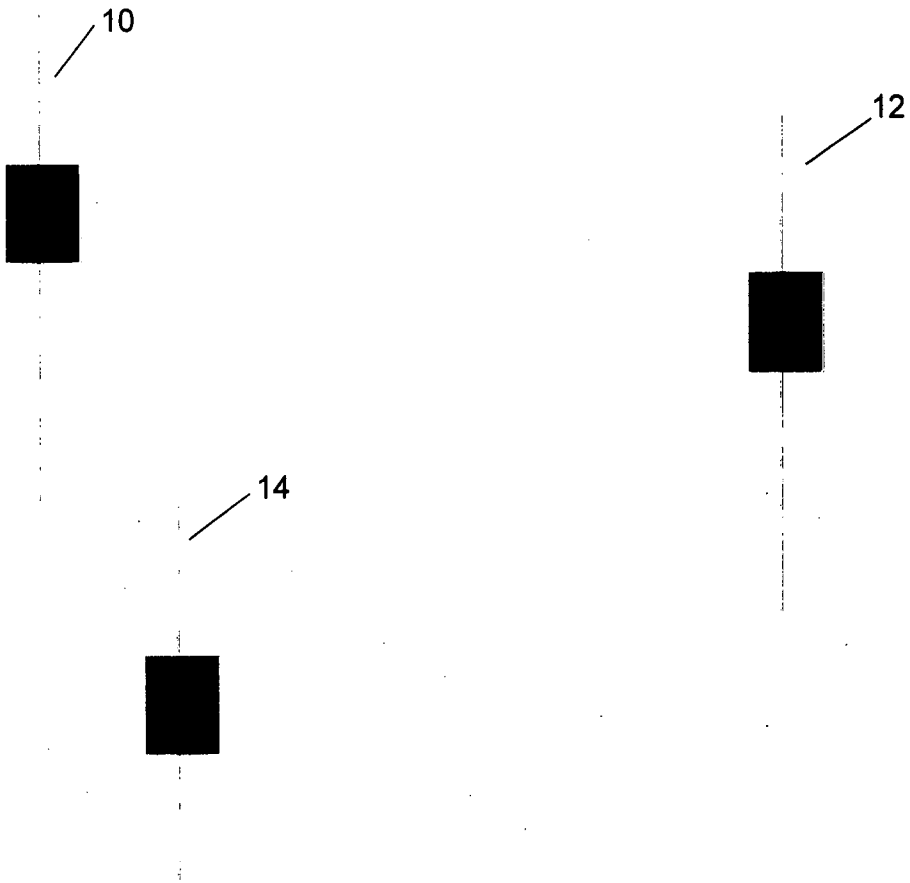

Figure 47A

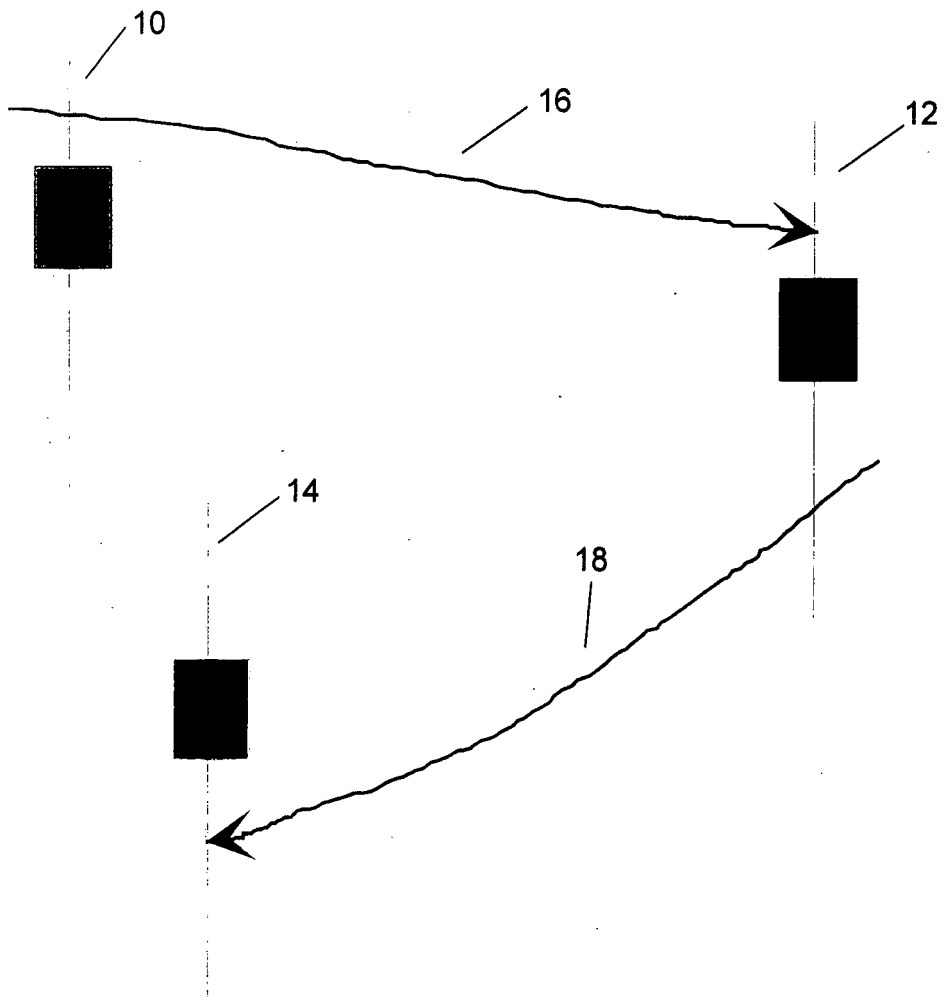

Figure 47B

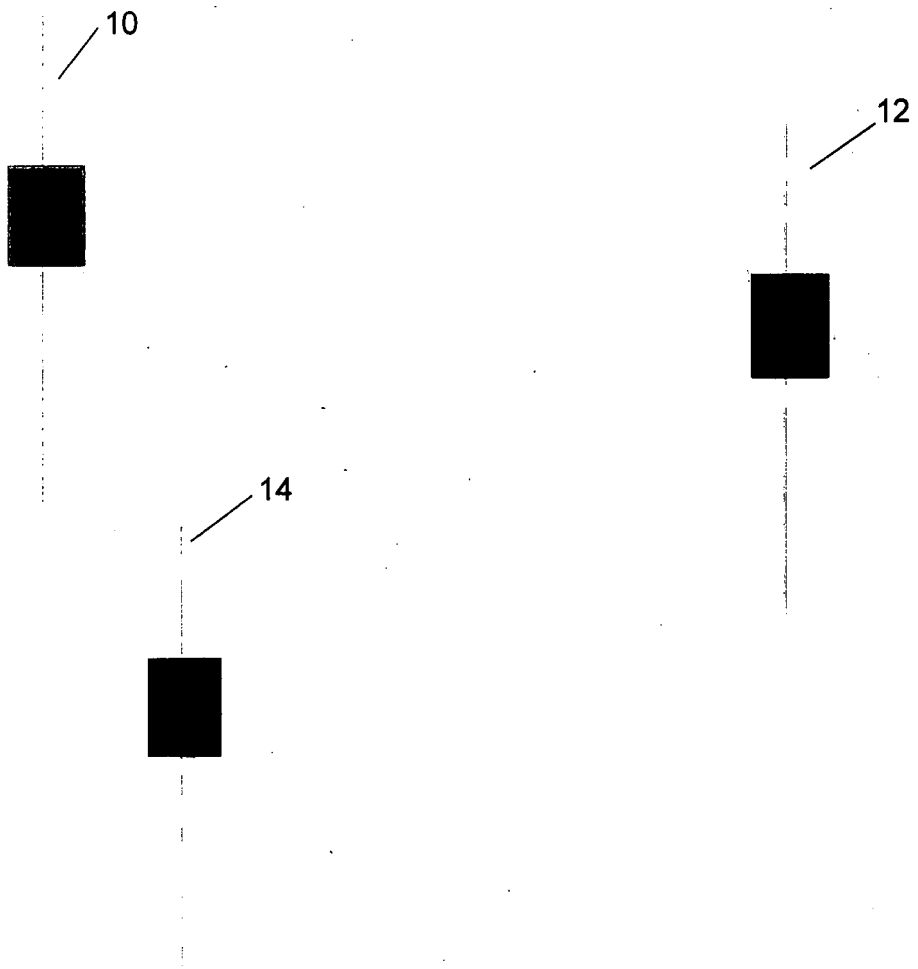

Figure 47C

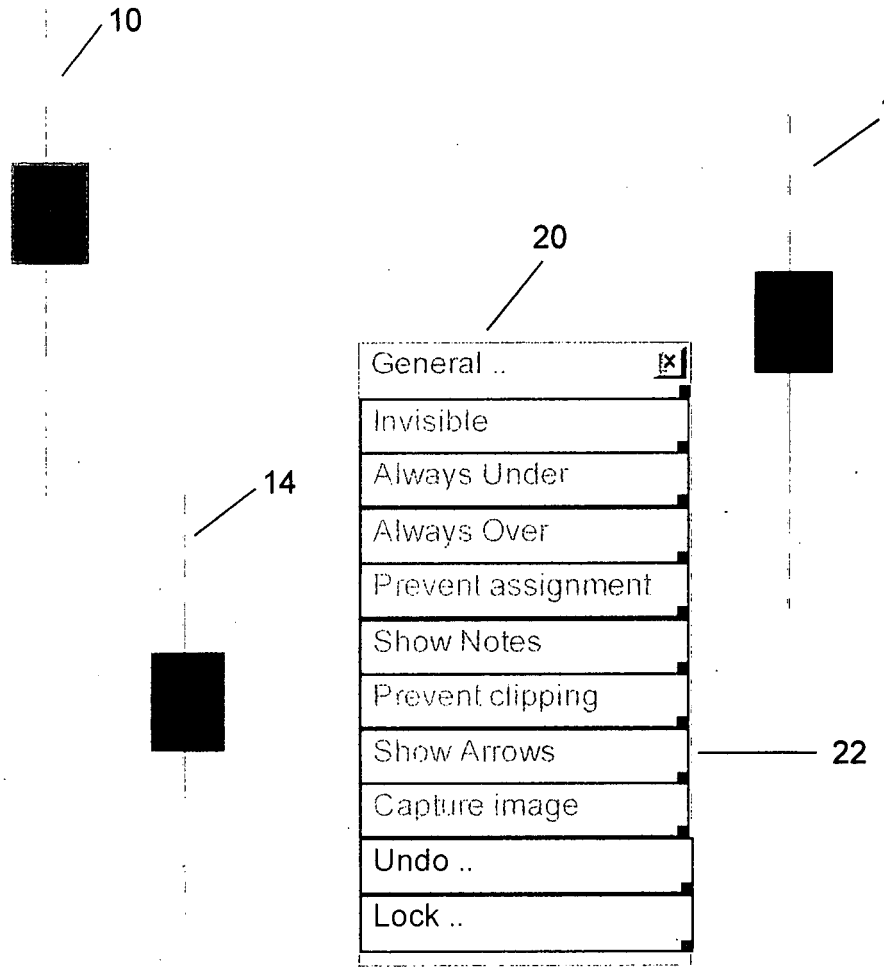
10
12
20
14
General ..
Invisible
Always Under
Always Over
Prevent assignment
Show Notes
Prevent clipping
Show Arrows
22
Capture image
Undo ..
Lock ..

Figure 48

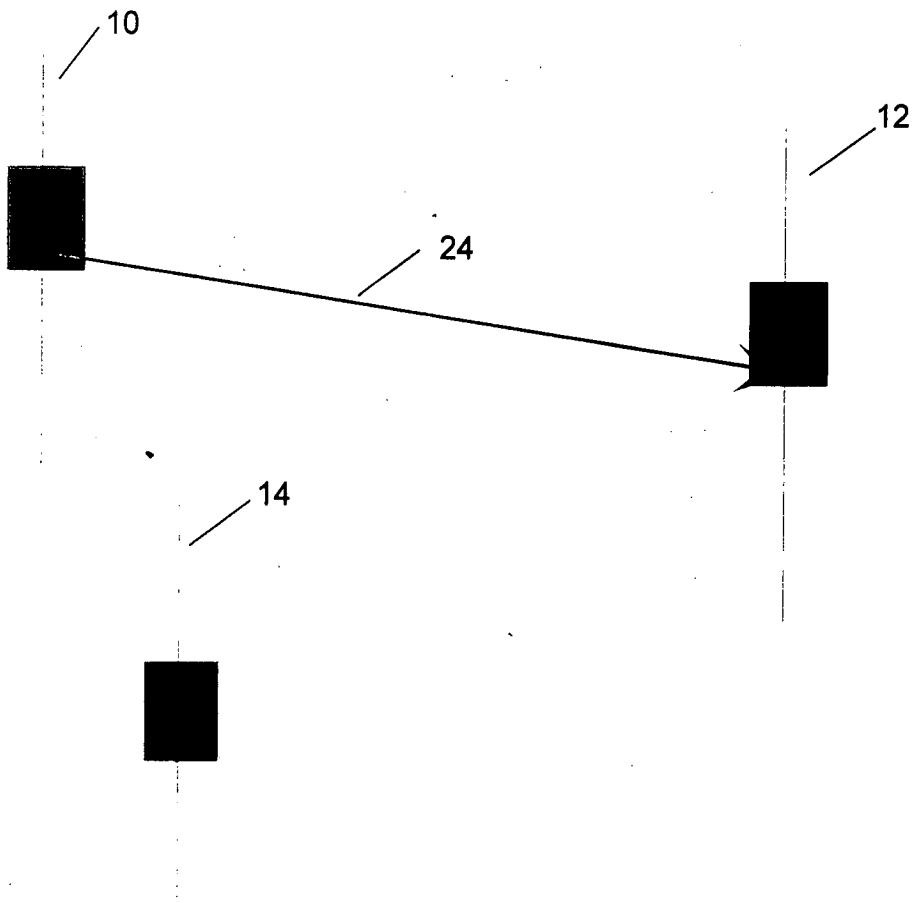

Figure 49A

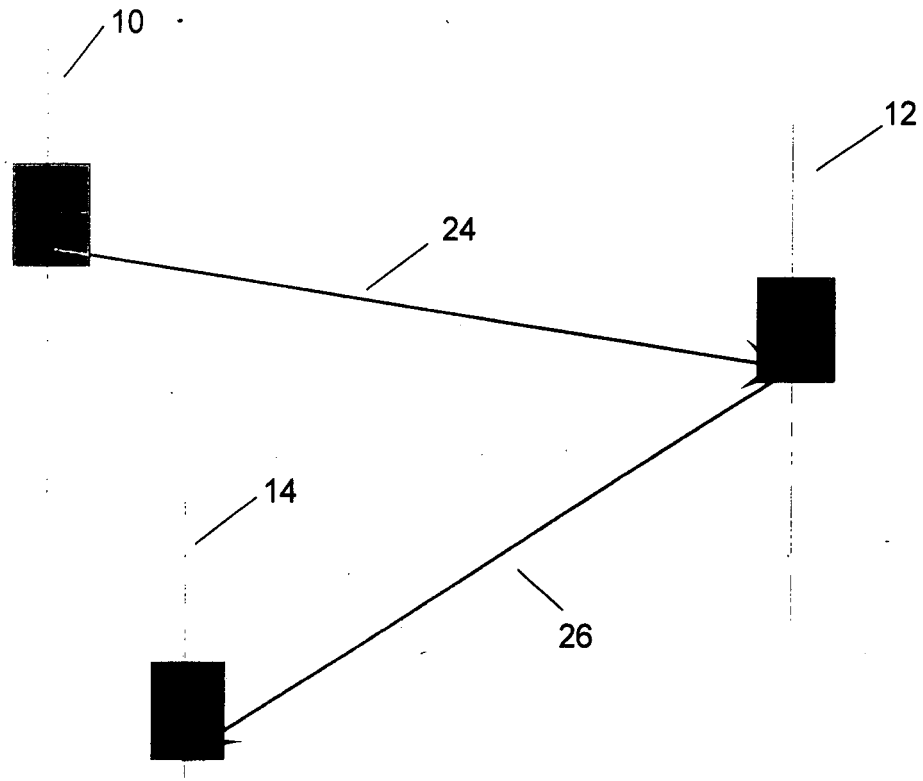

Figure 49B

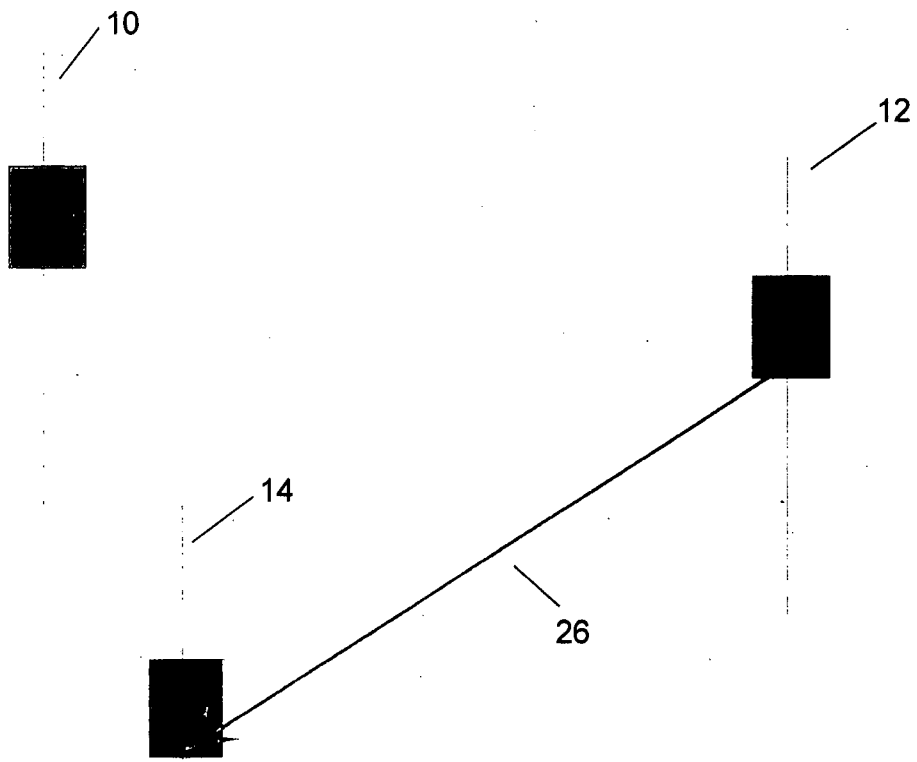

Figure 49C

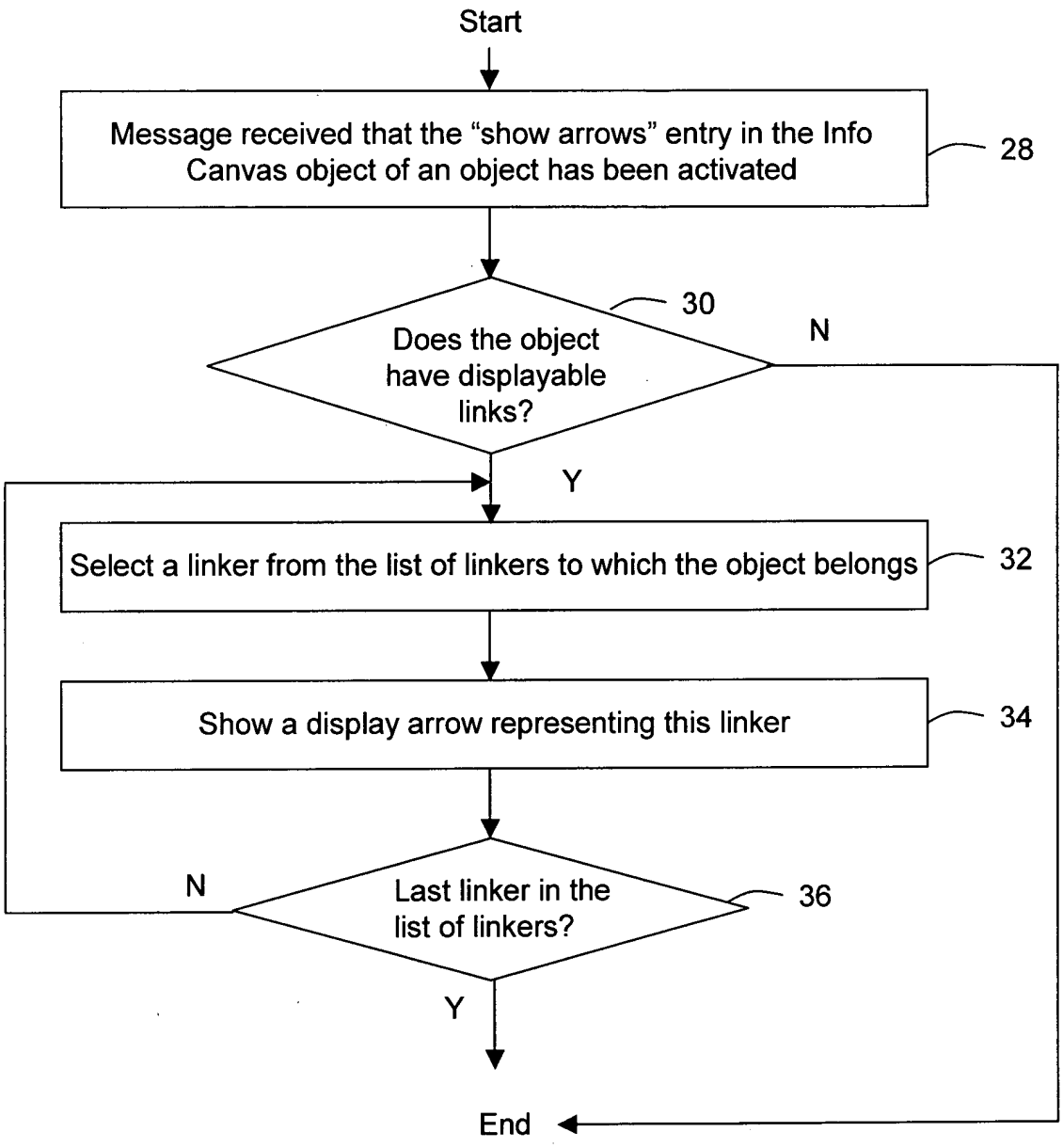
Start
Message received that the "show arrows" entry in the Info Canvas object of an object has been activated
28
30
Does the object have displayable links?
N
Y
Select a linker from the list of linkers to which the object belongs
32
Show a display arrow representing this linker
34
N
Last linker in the list of linkers?
36
Y
End

Figure 50

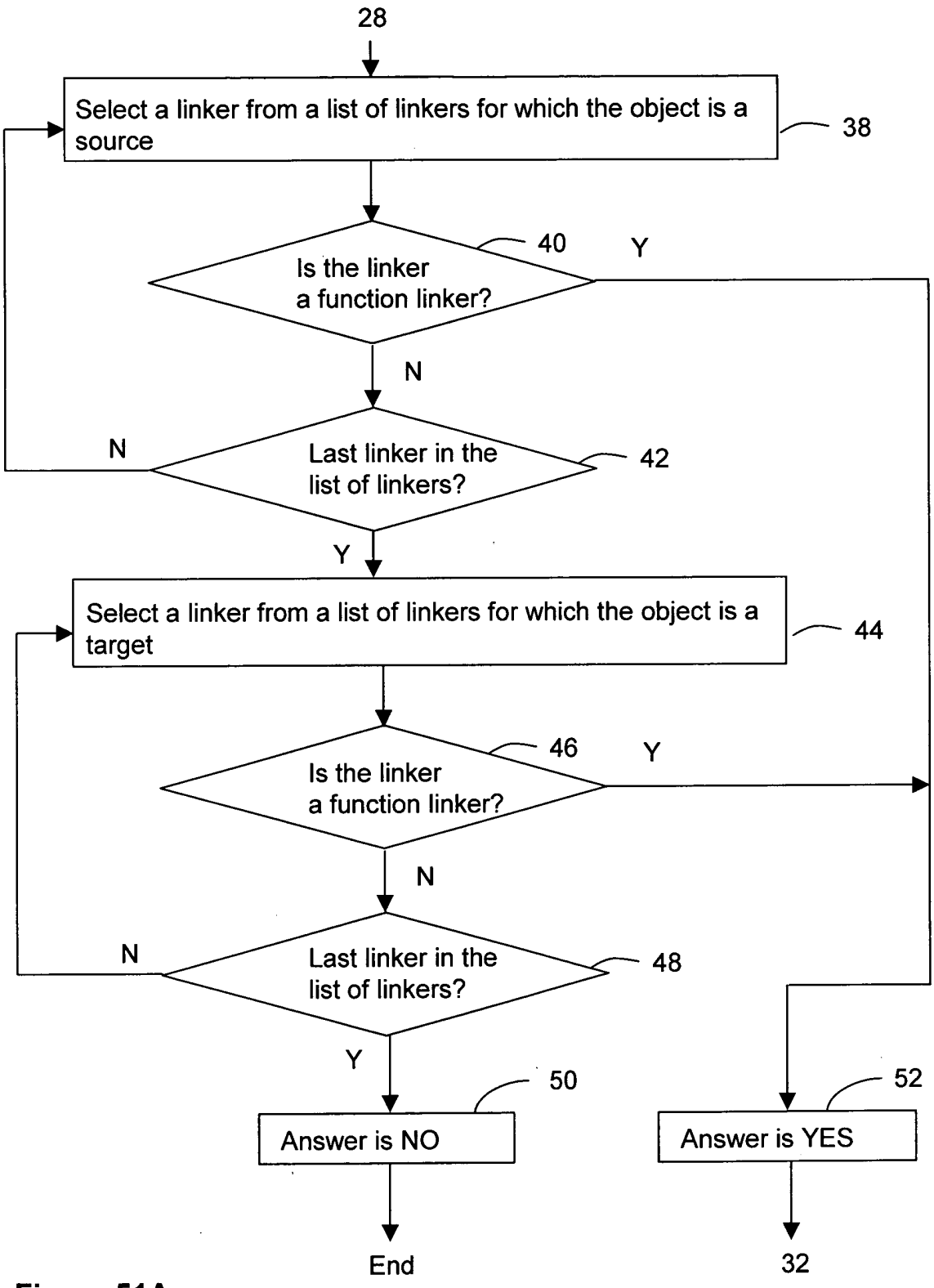
28
Select a linker from a list of linkers for which the object is a source
38
Is the linker a function linker?
40
Y
N
Last linker in the list of linkers?
42
N
Y
Select a linker from a list of linkers for which the object is a target
44
Is the linker a function linker?
46
Y
N
Last linker in the list of linkers?
48
N
Y
Answer is NO
50
Answer is YES
52
End
32

Figure 51A

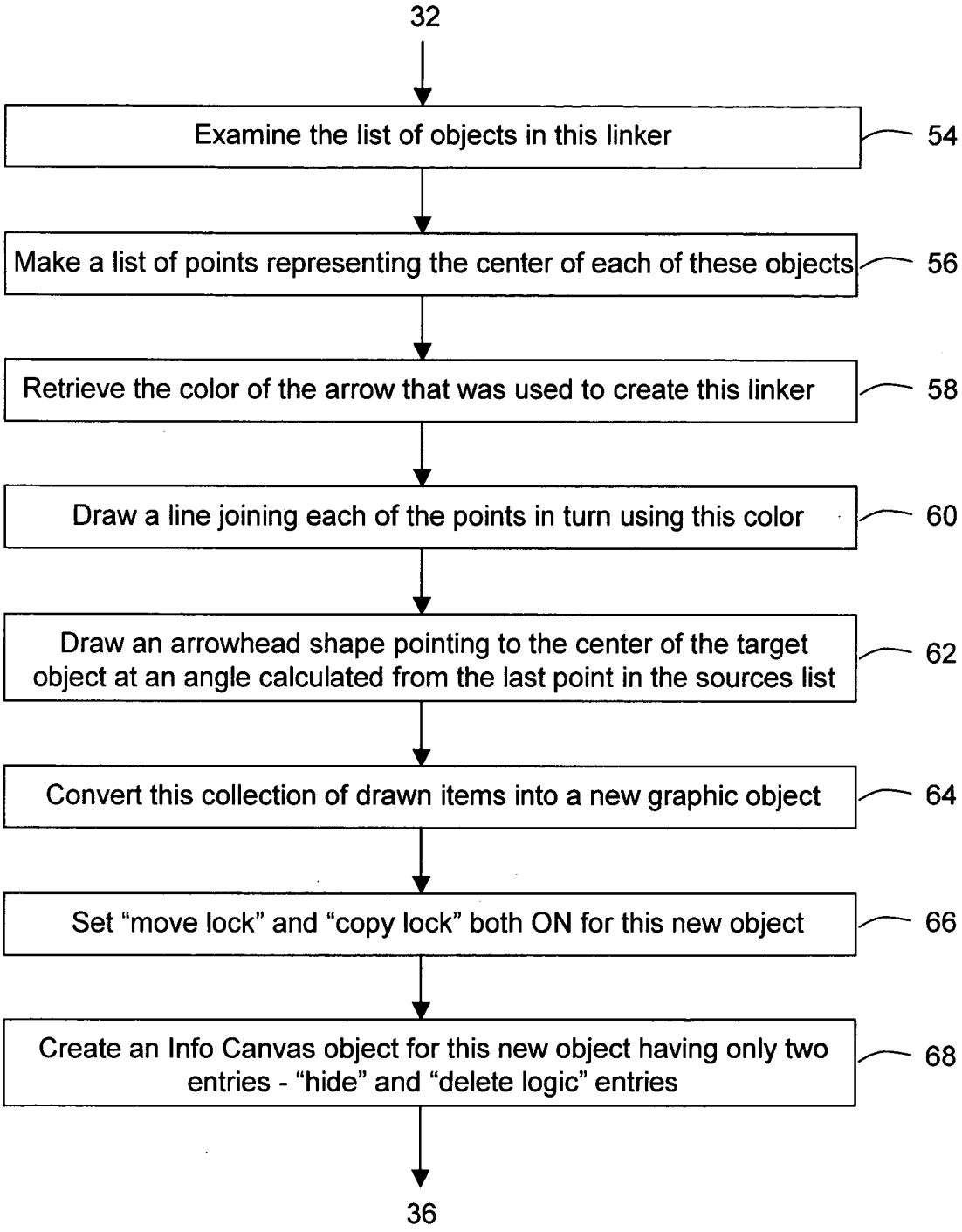
32
Examine the list of objects in this linker
54
Make a list of points representing the center of each of these objects
56
Retrieve the color of the arrow that was used to create this linker
58
Draw a line joining each of the points in turn using this color
60
Draw an arrowhead shape pointing to the center of the target object at an angle calculated from the last point in the sources list
62
Convert this collection of drawn items into a new graphic object
64
Set "move lock" and "copy lock" both ON for this new object
66
Create an Info Canvas object for this new object having only two entries - "hide" and "delete logic" entries
68
36

Figure 51B

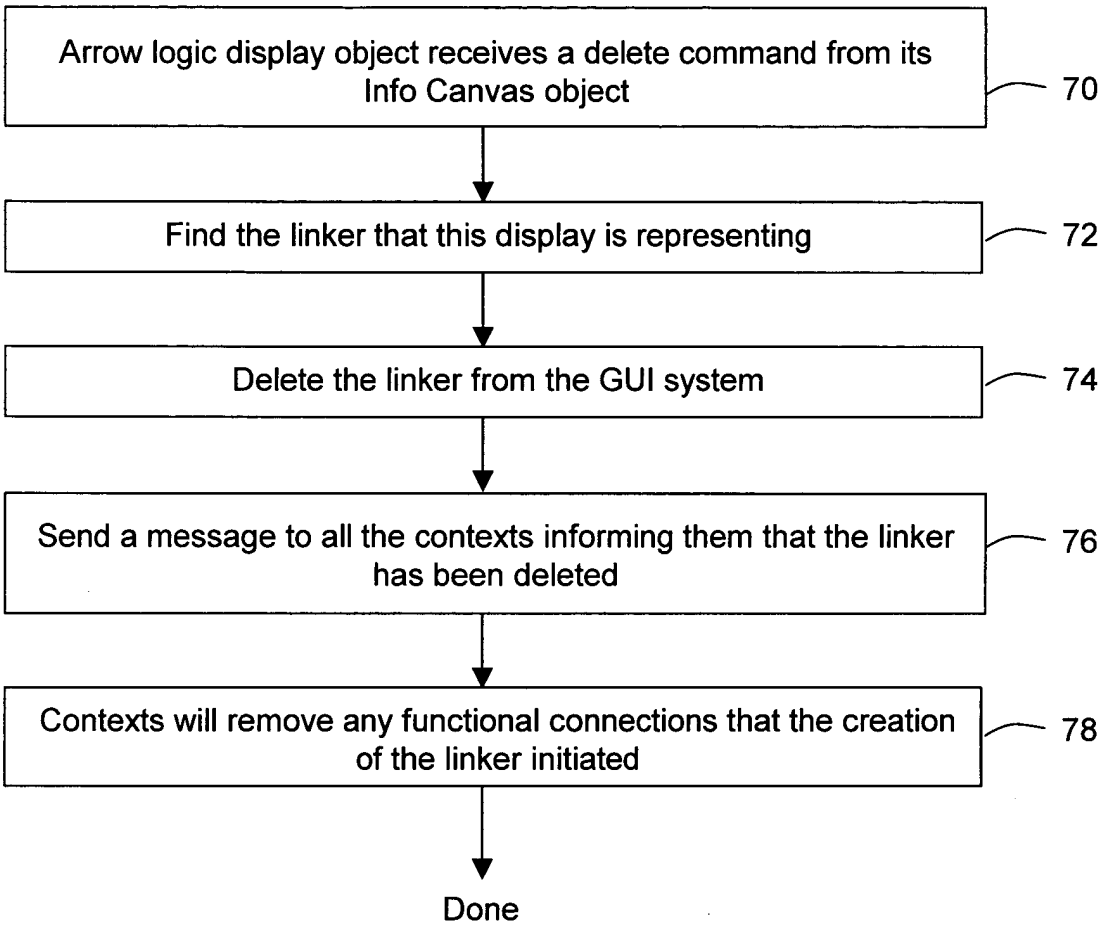
Arrow logic display object receives a delete command from its Info Canvas object
70
Find the linker that this display is representing
72
Delete the linker from the GUI system
74
Send a message to all the contexts informing them that the linker has been deleted
76
Contexts will remove any functional connections that the creation of the linker initiated
78
Done

Figure 52

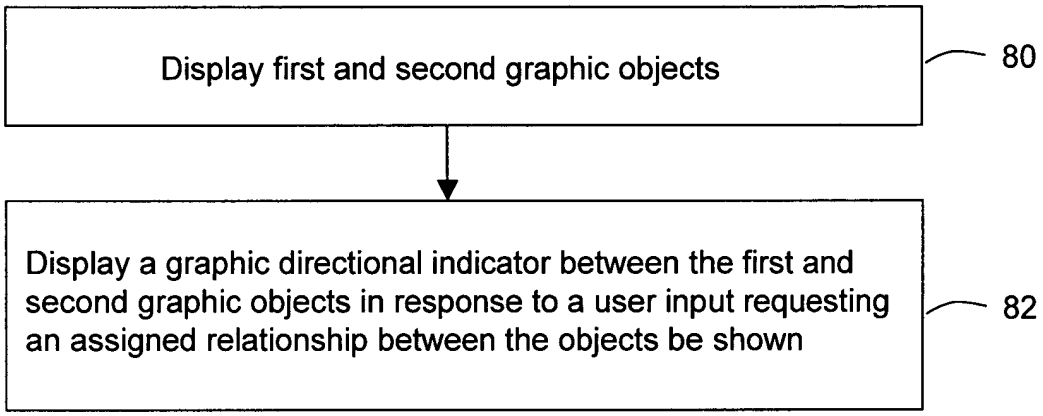
Display first and second graphic objects
80
Display a graphic directional indicator between the first and second graphic objects in response to a user input requesting an assigned relationship between the objects be shown
82

Figure 53